

ITAS GUNNERY EXERCISE 8: SQUAD GUNNERY QUALIFICATION FTT

For use of this form, see FM 3-22.32; the proponent agency is TRADOC.

TC: _____	LDR: _____	GNR: _____	DVR: _____	DATE: _____	TIME: _____	<input type="checkbox"/> CHECK ONE <input type="checkbox"/> DAY <input type="checkbox"/> NIGHT
-----------	------------	------------	------------	-------------	-------------	---

PLATOON: _____	COMPANY: _____	BATTALION: _____
----------------	----------------	------------------

TASK	CONDITIONS/ TARGETS/ SITUATION	TOTAL TARGET EXPOSURE TIME	HITS	ENGAGEMENT TIMES	POINTS	CREW/ LDR CUTS	TOTAL POINTS
1. ENGAGE A SINGLE TARGET	FIRE FROM BASELINE. 1,500 - 2,000 METERS ± 200M 1 STATIONARY TANK	25 SECONDS	1				
2. ENGAGE MULTIPLE TARGETS	FIRE FROM PHASE LINE 1. 2,000 - 2,500 METERS ± 200M 1 MV TANK, 1 ST BMP	1MIN : 40SEC	1 2				
3. ENGAGE MULTIPLE TARGETS	FIRE FROM PHASE LINE 2. 3,000 - 3,750 METERS ± 200 M 2-MV TANK, 1-ST BMP	2MIN : 45SEC	1 2 3				
4. ENGAGE MULTIPLE TARGETS	FIRE FROM PHASE LINE 1. 1,500 - 2,000 METERS ± 200 M 1-ST TANK, 1-MV BMP (NBC)	1MIN : 40SEC	1 2				
5. ENGAGE MULTIPLE TARGETS	FIRE FROM BASELINE. 2,500 - 3,000 METERS ± 200 M 1-MV TANK, 1- MV BMP (NBC)	1MIN : 40SEC	1 2				

NOTES:

TOTAL SCORE: _____

- ENGAGEMENT TIMES ARE CALCULATED FROM THE TIME THE TARGET IS EXPOSED TO THE TIME THE TARGET IS HIT. USE THE LIVE FIRE POINT CALCULATION SHEET FOR SECOND AND THIRD ENGAGEMENTS FROM THE SAME POSITION. THE TIME IS STARTED WHEN THE VEHICLE REOCCUPIES ITS FIRING POSITION (STOPS MOVING) AND ENDS WHEN THE TARGET IS HIT.
- EXERCISE 8, UNLIKE EXERCISE 7, IS FOR QUALIFICATION. THE SQUAD IS RATED ON ITS FINAL SCORE, RATHER THAN SIMPLY HAVING TO MEET A MINIMUM STANDARD.
- SCORING EXERCISE 8: EXERCISE 8 IS PERFORMED TWICE, ONCE DURING THE DAY AND ONCE AT NIGHT. EACH EVENT IS WORTH A MAXIMUM OF 500 POINTS.

<input type="checkbox"/> DISTINGUISHED: 900 - 1,000 POINTS	<input type="checkbox"/> SUPERIOR: 800 - 899 POINTS	<input type="checkbox"/> QUALIFIED: 700 - 799 POINTS	<input type="checkbox"/> UNQUALIFIED: 0 - 699 POINTS
---	--	---	---